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FIG. 1

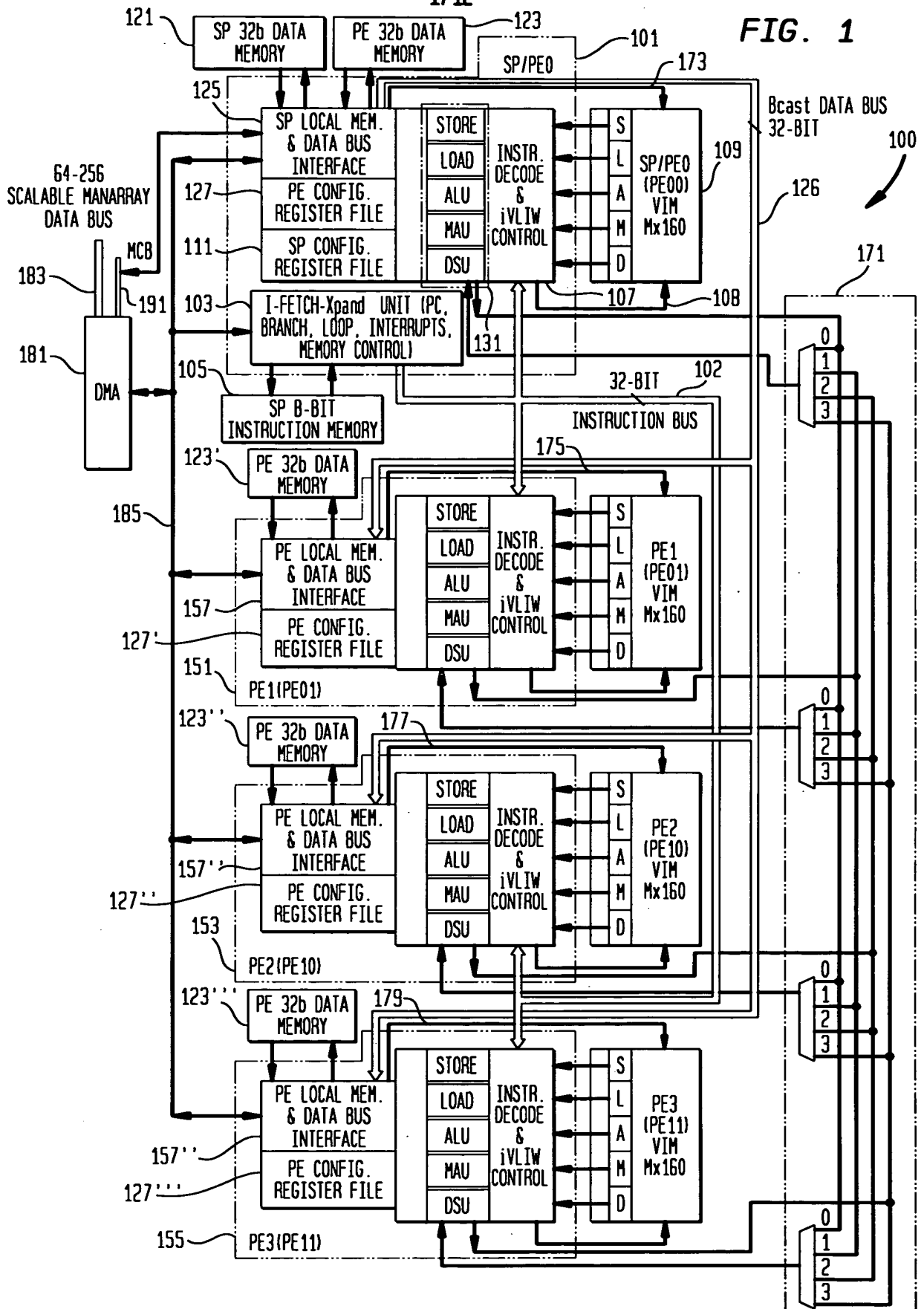


FIG. 2

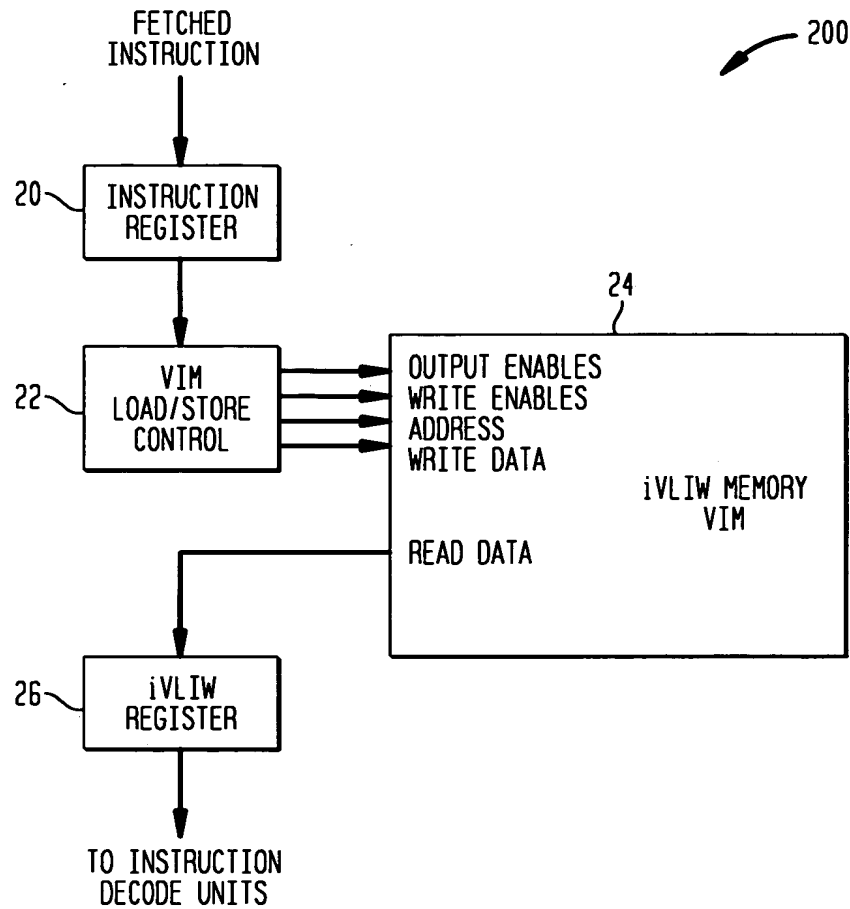


FIG. 3

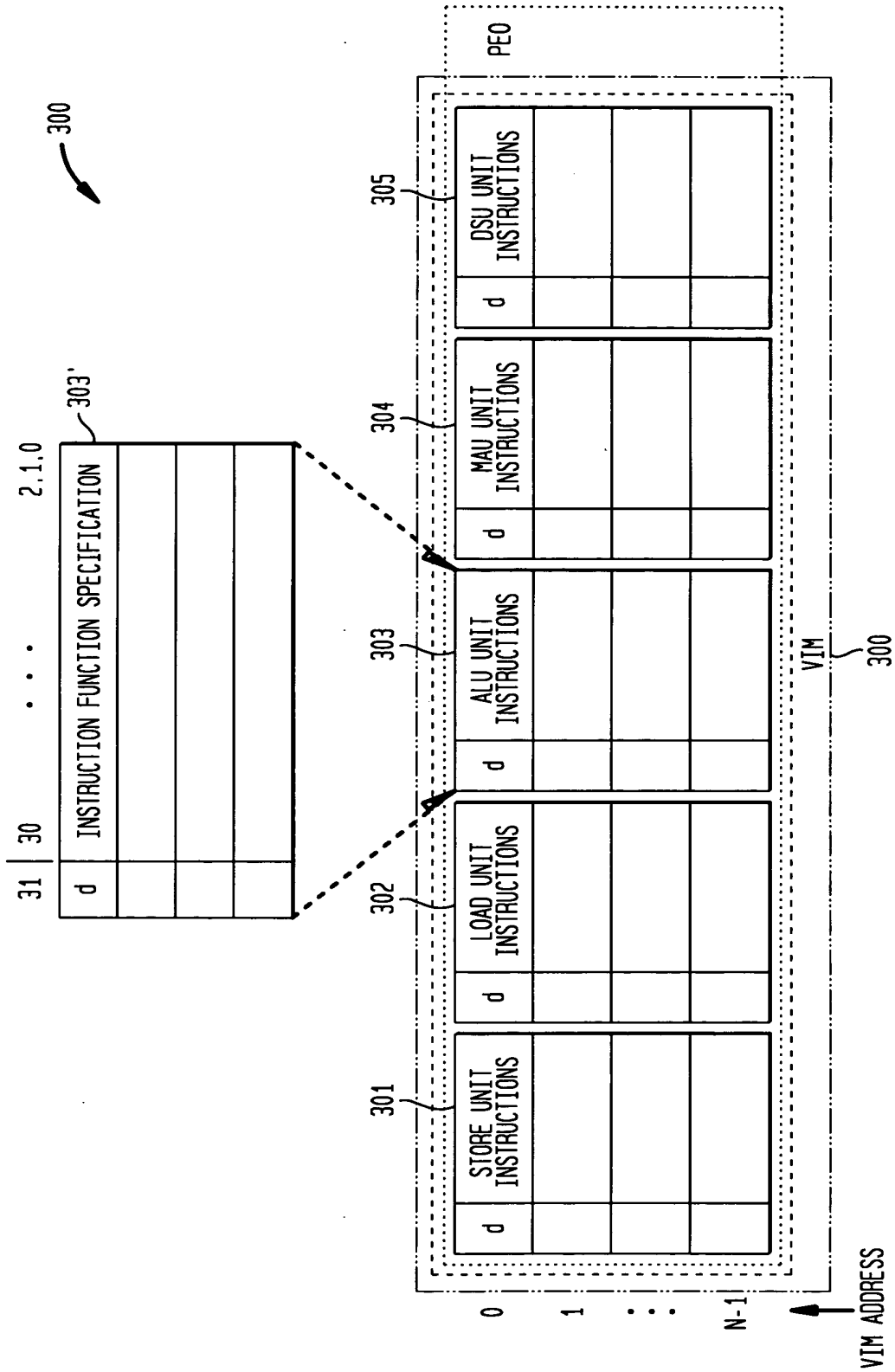


FIG. 4A

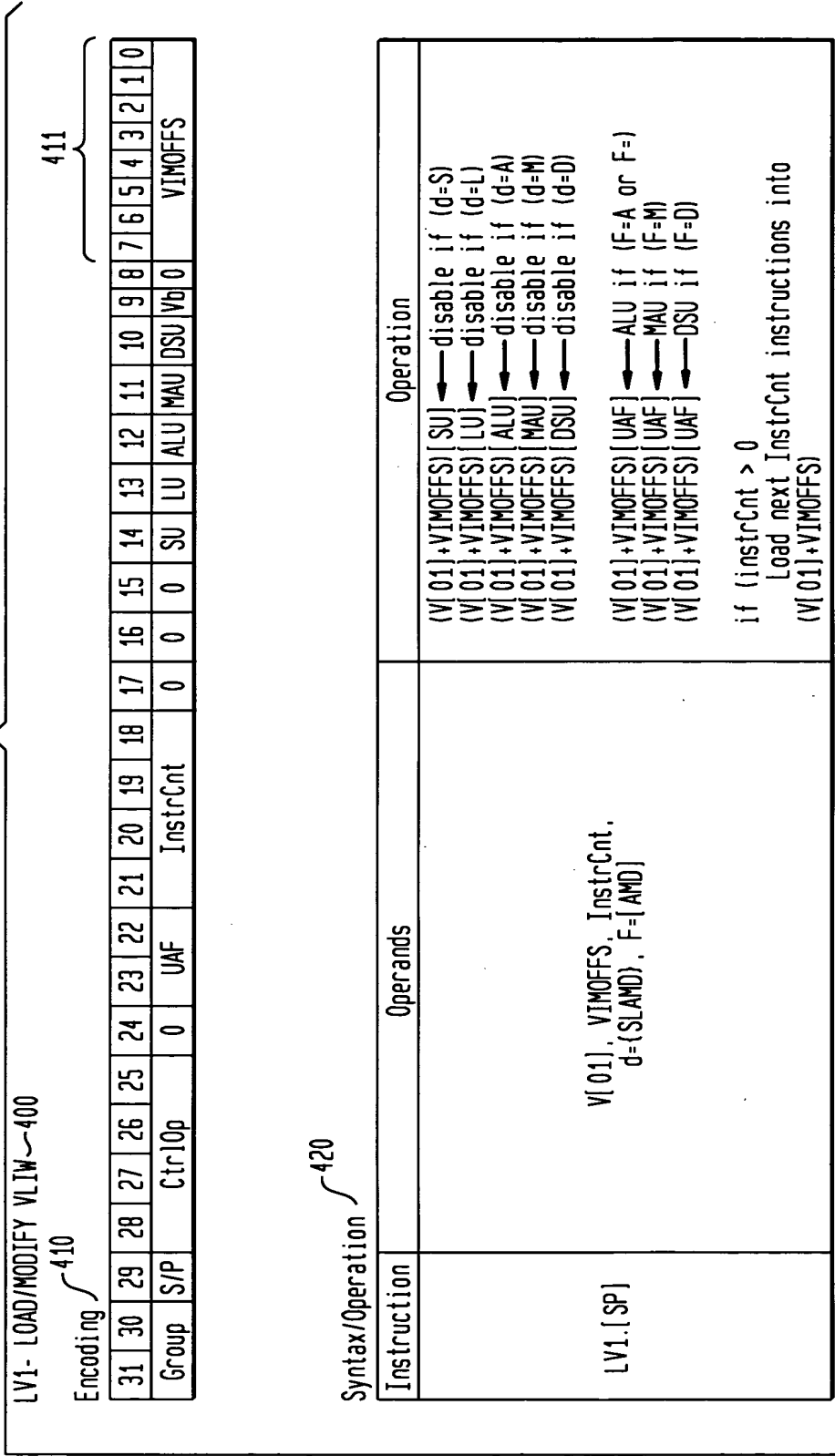


FIG. 4B

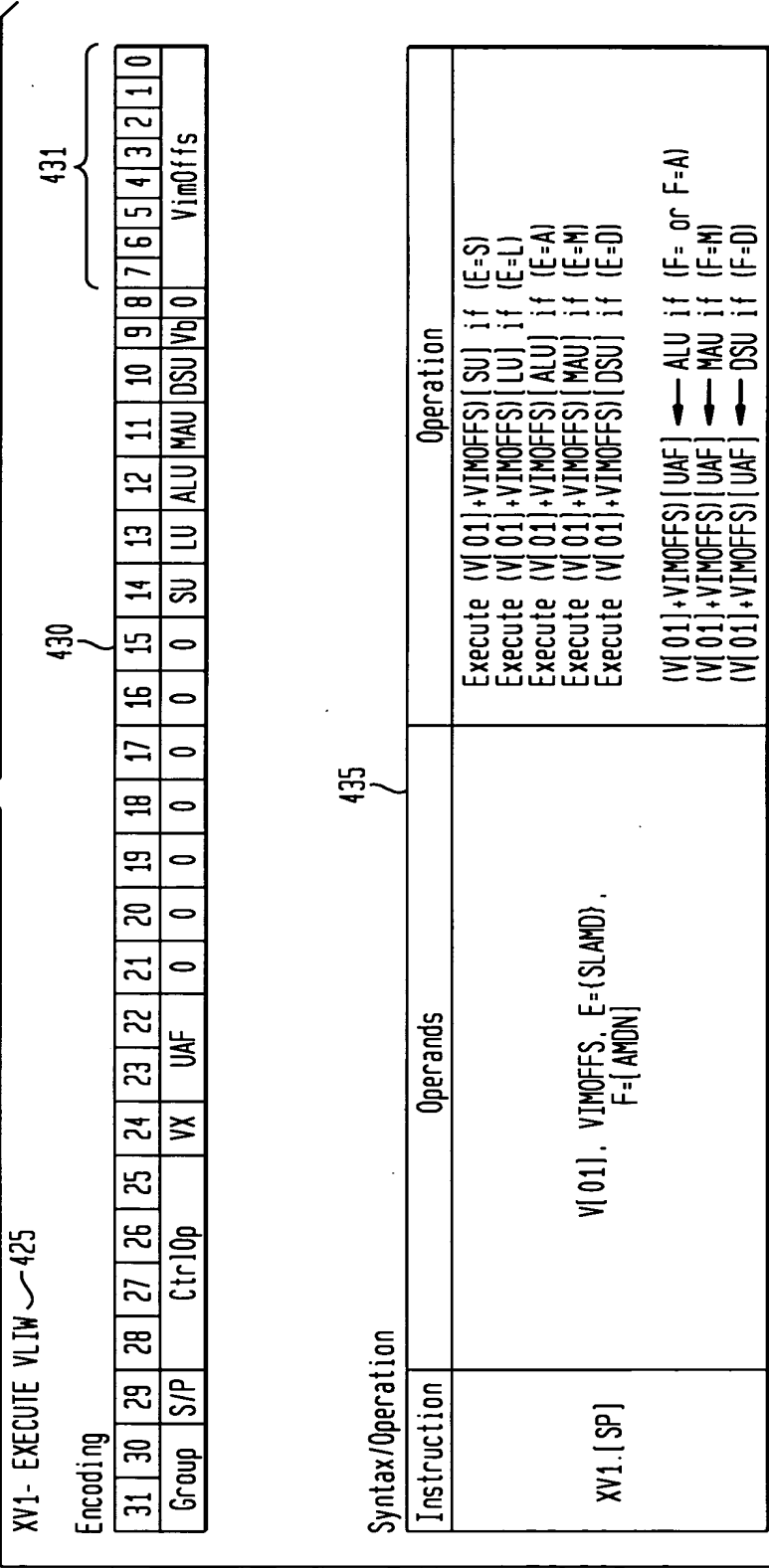


FIG. 4C

LV2- LOAD/MODIFY VLIW- 2 ~ 455

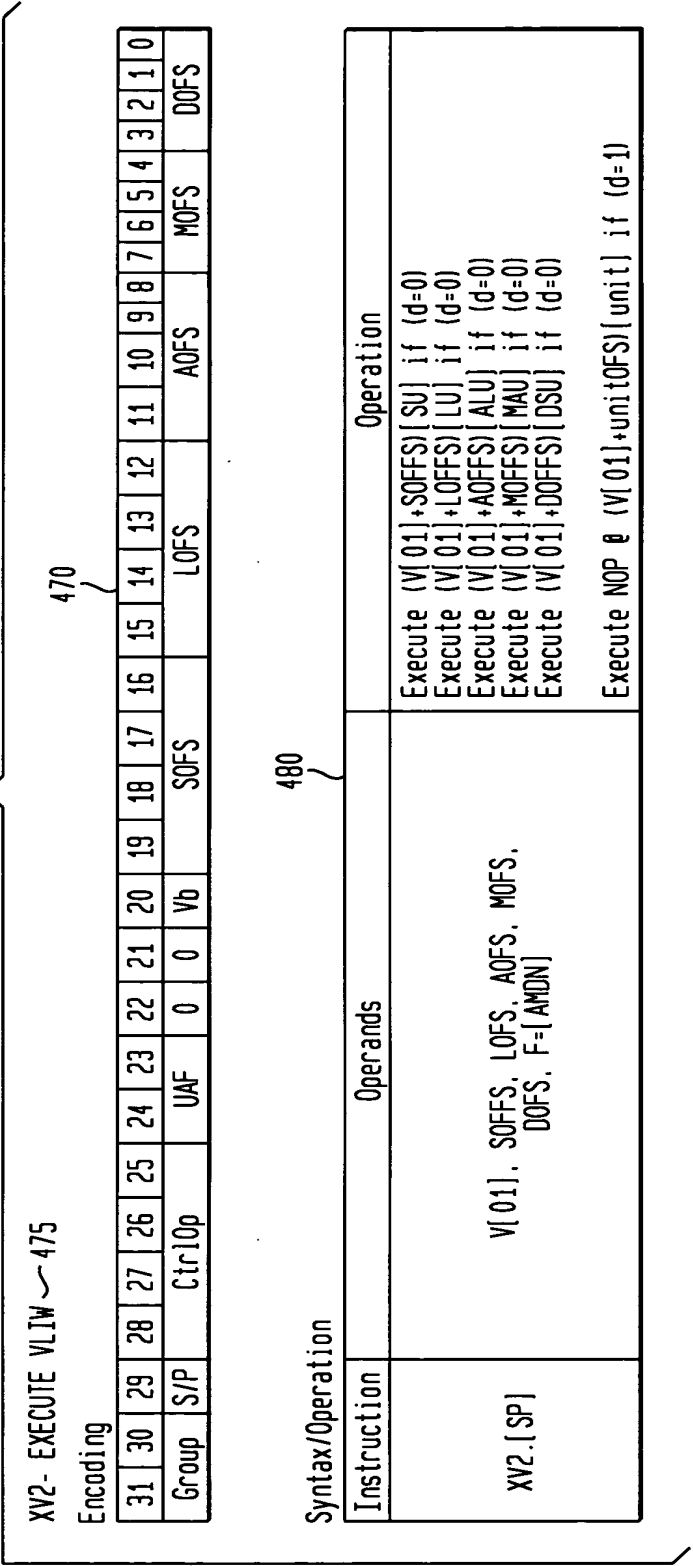
Encoding

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Group	S/P			Ctr10p		0	LI	d		InstrCnt		UnitVIM	0	0	0	0	0	0	0	0	0	0	Vb0							VimOffs	

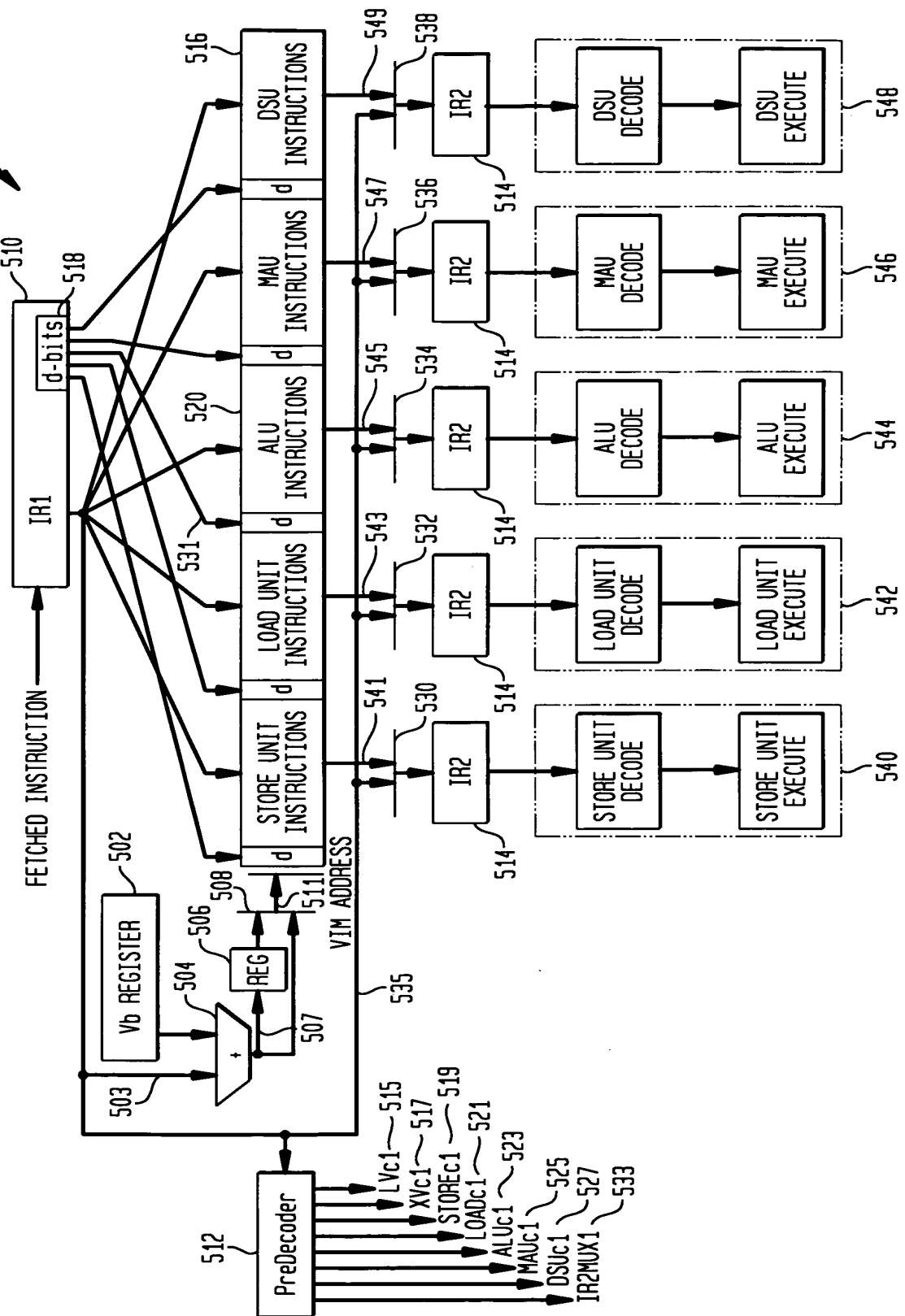
Syntax/Operation

Instruction	Operands	Operation
LV2.[SP]	LI, u=UnitVIM, V[01], VIMOFFS, InstrCnt, d	<p>if (LI=0) Load disable bit only disable bit 0 (V[01]+VIMOFFS)[UnitVIM] ← d</p> <p>if (LI=1) Load instructions disable bit 0 (V[01]+VIMOFFS)[UnitVIM] ← d</p> <p>Load next InstrCnt instructions into (V[01]+VIMOFFS)[UnitVIM] ← 1st Instruction following LV2</p> <p>(V[01]+VIMOFFS+1)[UnitVIM] ← 2nd Instruction following LV2</p> <p>⋮</p> <p>(V[01]+VIMOFFS+InstrCnt)[UnitVIM] ← (InstrCnt)th Instruction following LV2</p> <p>InstrCnt is a binary coded number, 0 thru F, that represents from 1 to 16 instructions that can be loaded into up to 16 consecutive UnitVIM locations</p>

FIG. 4D



500



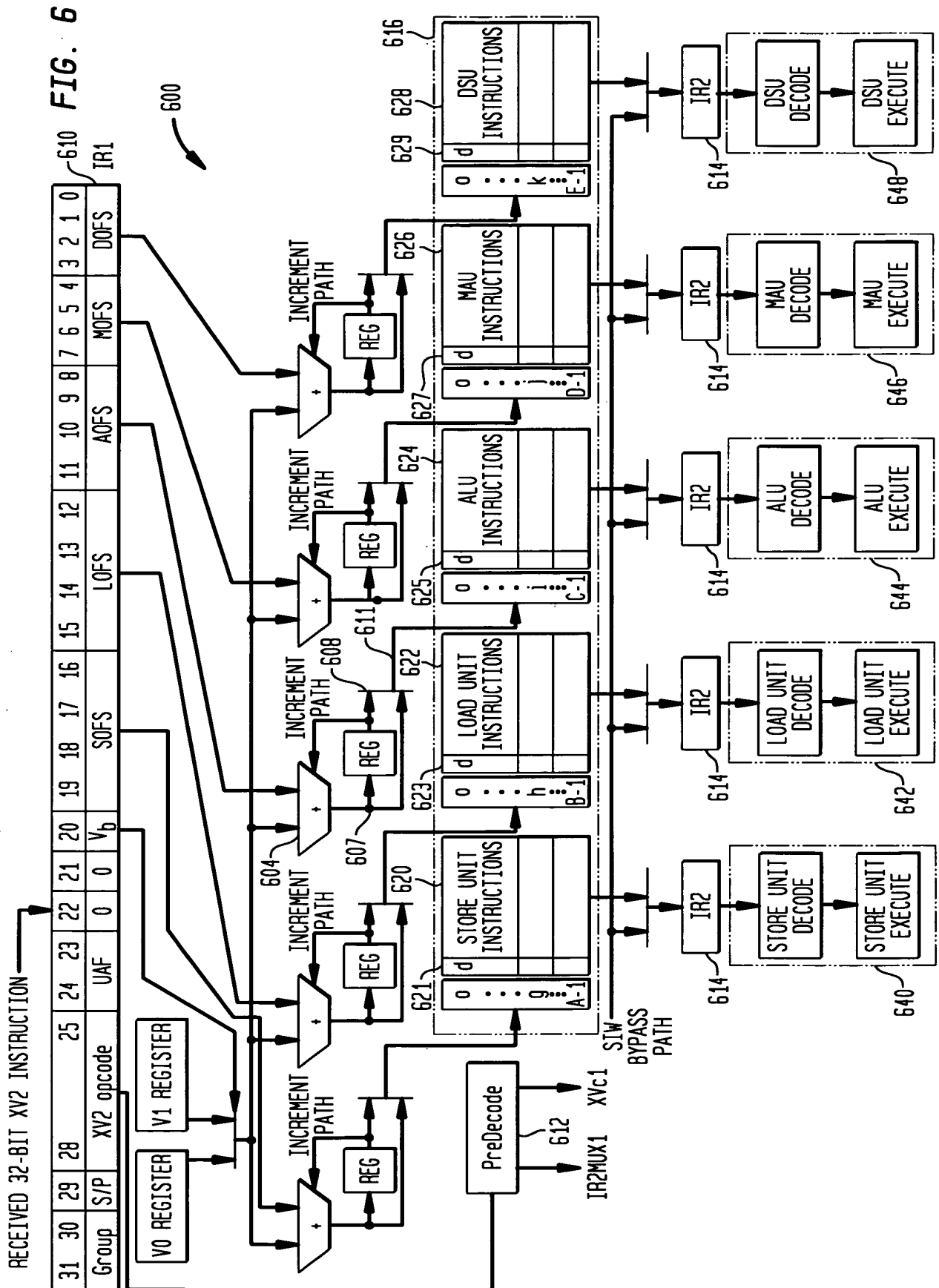
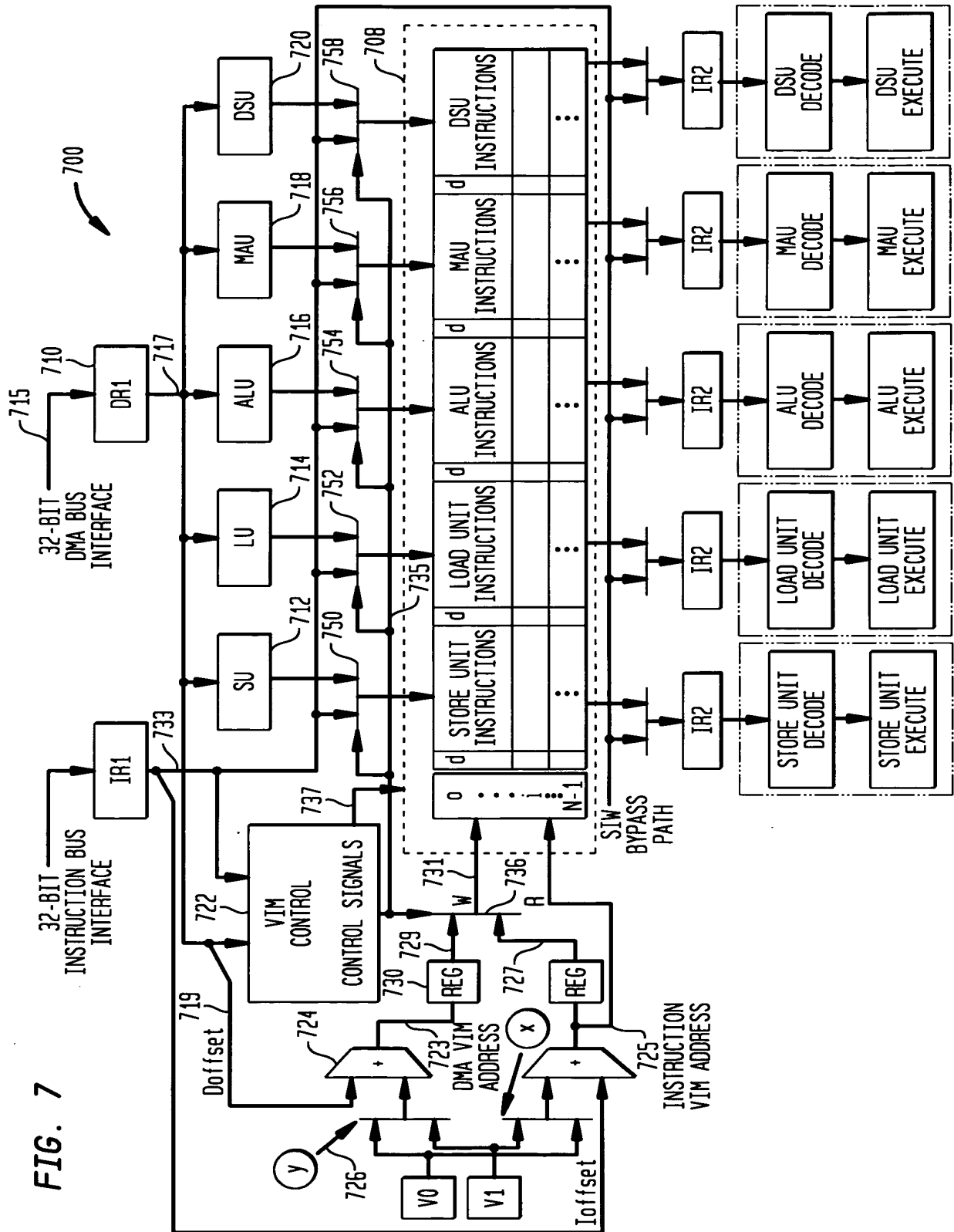


FIG. 7



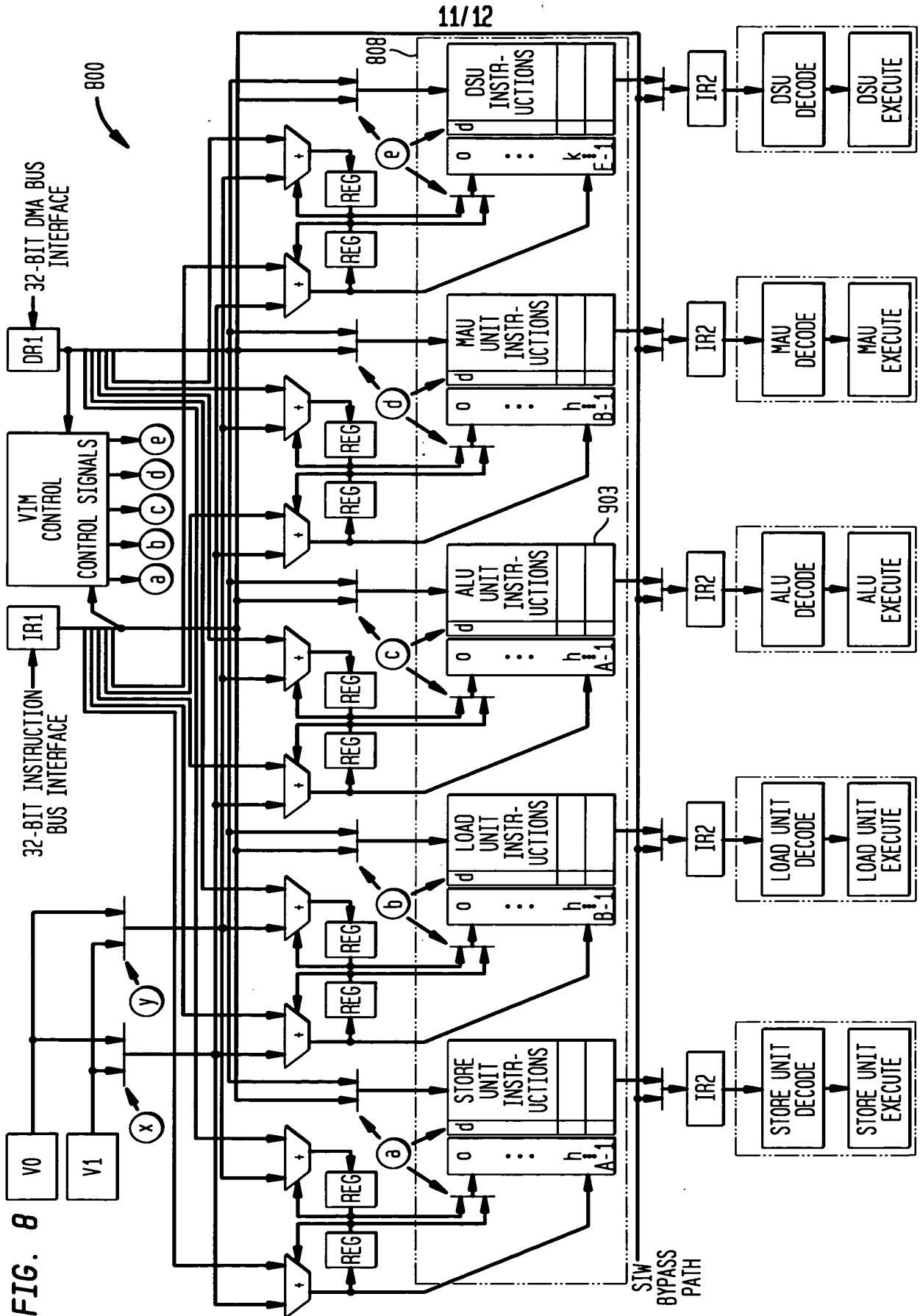


FIG. 9

